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| **Question** |
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| Portfolio |
| Tell me about your favorite project. |
| Give me an example of a project where you disagreed with the client’s direction and tell me how you handled it. |
| What did you like most about that job? What didn’t you like about the job? Why? |
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| General knowledge |
| How do you keep your knowledges up to date and improve your skills? |
| Who is your favorite designer and where you get the inspiration for your work? |
| What books will you suggest to less senior designer? |
| — Could you please describe how do you determine visual language, voice and tone of the application? |
| Everyone says that good design should be consistant. So how to build consistant visual language? (making colors, typography, imagery and other stuff play together) |
| (How do you evaluate your design) How the design can be evaluated? |
| Do you use a grid to work on the design? What is the most convenient grid size for web-sites and why - from your practice |
| What are the differences between wireframes, mockups and prototypes? What are they good for? |
| What do you know about mobile adaptation? What types of it do you know? |
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| Core skills |
| Can you talk about the your projects: what was your role and how did you balance the goals of the end user with those of the business? |
| What type of user research methodologies did you use working on these projects? Why did u choose that ones etc.? |
| Does a UX designer (UXD) need to be highly skilled in all four of these areas: information architecture, interaction design, visual design, and usability engineering? |
| What did you learn about User Experience during the last year, besides new software? |
| Please describe your approach to user research without limited or even no access to users? |
| Have you ever created personas on a project? are they necessary? why are they important. |
| Have you ever organized and handled a UX workshop with customers? |
| Give an example of a good UX design / Give an example of your favourite app. elaborate on why |
| Let's say you have a great opportunity to start the project from scratch without any limitations. What would you do? Tell us about the process. |
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| Process |
| Walk me through the process you took on the last project (or ideal project). How did you get to this finished product? |
| Could you describe how do you approach visual research part of your projects? |
| How do you prioritize design tasks? with both your own design tasks and the tasks for the whole team (if you have one)? |
| Could you give us an example from your experience when you made a UX mistake. I am interested in how you identified it and how you dealt with it? |
| Which of arctifacts you used were the most valuable? How does it affect the interface solutions or desicions on the project? |
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| Client interaction |
| Can you talk about your experience of interfacing with client? How do you manage client expectations? How do you convey your design vision to them? |
| Could you please share your opinion how to organize work on project with group of clients with different wishes and goals? |
| Let's say you're about to laucnh a large sophisticated project, and you have a week for kick-off activities and initial research. What touchpoints with the client you would suggest? |
| What would you do if business requirements were changing all the time or you could not get final approval of your design work? |
| Please describe a situation when you worked under pressure or in conflict with customer. How did you handle that? |
| Describe a situation where you needed to change a client's opinion of one of your design decisions and how you successfully changed their minds? |
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| Team interaction |
| If you had to work on a project in a team with another UX designer, how would you divide roles and responsibilities in the perfect case? |
| Tell us how you worked with the developer to create a compromised solution that still met the user's needs? |
| How do you present and sell designs to clients? |
| What’s the biggest challenge to growing the project team? What’s the most challenging part of design team collaboration? |
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| **Additional questions (for spare time)** |
| Which area of expertise you consider as your weakest point at the moment? What you should improve next? |
| What is the difference between modern trends and evolution in design? How do you think the digital world will be changed in the next few years? |

**Extra** (from KB <https://kb.epam.com/display/EUXDCC/Sample+Questions+for+L3+ASMT>)

Sample Questions for L3 ASMT

* Could you tell us about the most challenging UX problem you’ve experienced? How did you approach that problem?
* Tell us about the time your Team Leader has an opinion and you disagree with it.
* How do you usually present your work? What was the most exciting presentation?
* What do you do in such situation: a client explicitly rejects you work?
* Could you tell us about a situation when you have to explain some design principle to a client? What was it? And how did you do that?
* How do you collaborate with other designers (visual, UX)? How do you describe your role in it?
* Are you more a generalist or a specialist?
* How do you estimate your time? How do you estimate the time of other designers?
* In the middle of a project your client asked to increase the scope of the project. What do you do?
* Which design tool do you find most effective? What are the shortcomings of the tools for interactive prototyping? What are the shortcomings of “flat” (no interaction) tools?
* How do you evaluate your design?
* What was a new thing you’ve learned for the past 6 months? How do you use that knowledge?
* You have always worked with a UX lead or Seniors in your previous projects. Now you are doing the design alone. What are the difficulties? How do you interact with a client when there is no-one to stand up for you in difficult situations?
* What are the typical issues you experience in your interaction with the development teams?